

RealCare® Baby

Operating Handbook

Please read these instructions before operating Baby.
Keep this handbook in a safe place for future reference.



Realityworks
Live it. Learn it.

2709 Mondovi Road
Eau Claire, Wisconsin USA 54701
715.830.2040 • 800.830.1416
Fax 715.830.2050
www.realityworks.com

IMPORTANT SAFETY PRECAUTIONS!

Driving

- ☐ Baby may cry while the student is driving. Please be aware that the crying may start unexpectedly, and the student should be prepared.
- ☐ Do not feed, burp, rock, change diapers, or otherwise care for Baby while driving.
- ☐ The student must bring his or her vehicle to a complete stop in a safe location before caring for Baby, or to retrieve a piece of Baby's equipment that falls.
- ☐ Failure to install Baby in a car seat in a motor vehicle could result in Baby or supplies becoming projectiles in the event of a sudden stop or accident.

Location

- ☐ Never leave Baby unattended in a public place, given the potential for Baby to be mistaken for a real infant.
- ☐ Do not place Baby in or near water.
- ☐ Do not place Baby on or near a stove, especially while cooking.
- ☐ Baby should sleep somewhere close to the student's sleeping quarters, but not in bed with the student. Baby may fall out of the bed or the student could roll over on it, causing damage to Baby and discomfort to the student.
- ☐ To prevent discoloration and fading, do not store Baby in direct sunlight or in an area of excessive heat.

Interaction with others

- ☐ Loud crying near people with potentially serious physical conditions, such as those susceptible to heart attack or stroke, should be avoided.
- ☐ Do not allow small children to play with Baby. Baby's hands and feet are small enough to be a choking hazard.
- ☐ Baby's crying or other sounds may cause pets to become agitated or aggressive. Keep Baby out of the reach of pets or other animals.

Physical precautions

- ☐ To avoid straining your arms, use an infant car seat or carrier to transport Baby, rather than holding Baby at all times. Holding techniques are listed on the Student Care Card that accompanies Baby.
- ☐ Baby weighs 6.5 to 7 pounds and could cause discomfort for individuals with back pain.
- ☐ Do not operate any type of equipment or attempt tasks requiring the use of both hands while holding Baby.

Simulation rules

- ☐ The student must never take his or her wristband off. Not only will he or she be deducted points, but the ID may be lost, or the student may stumble around in the dark looking for it if Baby cries during the night.
- ☐ The student should make a note in his or her diary where, because their safety or the safety of others may have been compromised, they had to delay caring for Baby.
- ☐ Baby's clothing is NOT flame retardant and should NOT be worn by real infants. Instructors should make sure all clothing is returned with Baby.





Batteries

- ☐ Batteries may explode, leak, cause property damage, or cause personal injury if disposed of in fire, inserted backwards, inserted forcefully, stored in direct sunlight or an area of excessive heat, mixed with used batteries, mixed with a different battery type (types are alkaline, standard [carbon-zinc], or rechargeable [nickel-cadmium]), or if the battery terminals (ends) touch. **Do not STORE batteries in an inactive Baby.** They can leak. Battery leakage can damage or destroy Baby's electronics and is NOT covered by warranty.






Table of Contents

Parts identification.....	4
---------------------------	---








Part I: Programming options

Getting started	6	
Battery installation.....	8	
Battery information.....	9	
Practice	10	
Auto Program	14	
Custom Program.....	18	
Presentation	23	

Part II: Managing data

Getting data from Baby	26	
Ending the parenting simulation	28	
Viewing parenting simulation data.....	29	
Deleting parenting simulation data	32	
Printing parenting simulation data.....	34	

Additional information

Emergency Start/Stop	36	
Selecting a new language in the control unit	38	
Care, maintenance, and storage	39	
Troubleshooting guide	41	
Diagnostic test.....	43	
Returning Baby for repair	47	
Frequently asked questions	49	

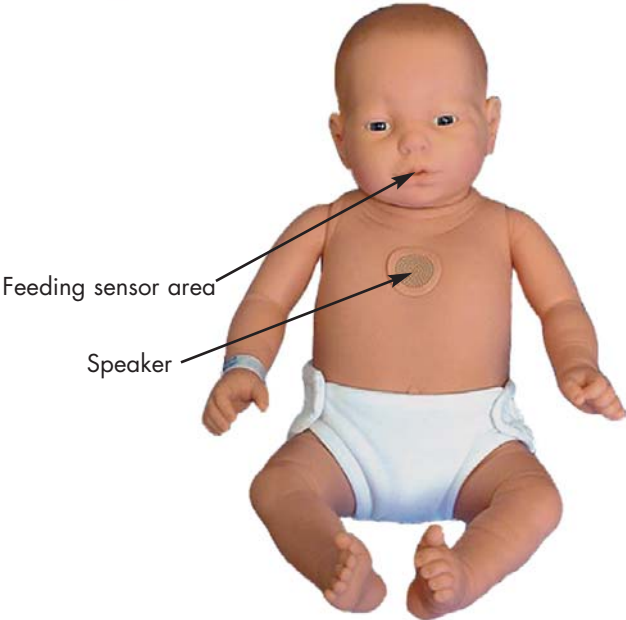
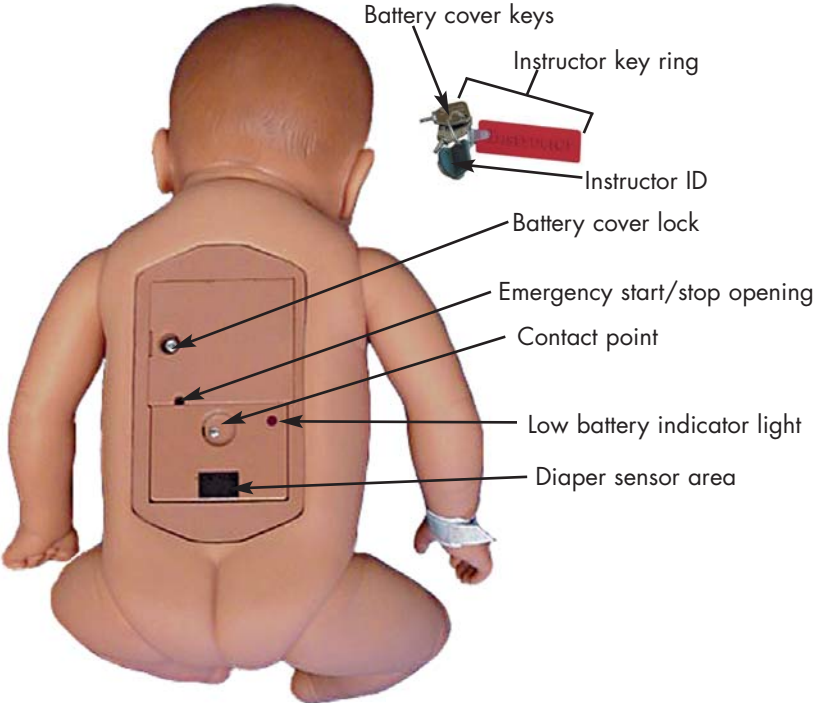
Note:

Control unit screen options and information are shown in a gray LCD screen graphic or in all capital letters.



OR AUTO PROGRAM

Parts identification



Parts identification



Control unit front

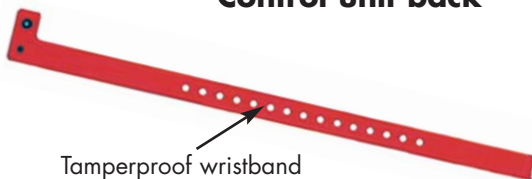


Control unit back

Breastfeeding device



Tamperproof wristband



ID



Diaper



Bottle



Part I - Programming options

Getting started

Important points - READ THESE FIRST!

- 1** Baby's contact point **MUST** be touched by an ID three times or the parenting simulation does not start.
- 2** **Baby MUST have a diaper on when you program it.**
- 3** **Each ID is unique.** When you touch each ID to Baby and it beeps during programming, it is programmed with its own code.
- 4** Removing the batteries from either the control unit or Baby does **NOT** erase the data. Data is stored in the control unit until you delete it and in Baby until you reprogram it.
- 5** Diapers and bottles other than the ones supplied with Baby do **NOT** work with Baby.
- 6** **When Baby is crying, the first step is to touch the ID to the contact point.** If Baby beeps, it needs to be fed, burped, rocked, or have its diaper changed. If there is no beep, make sure Baby is placed on its back and the diaper is fastened to the diaper sensor area. If Baby is still crying, it is either fussy (no action needed) or rough handling has occurred (rocking needed).
- 7** To stop Baby from crying after rough handling, **Baby must be rocked until the crying softens twice and STOPS (about 45 seconds).** Baby must sense constant, gentle motion or the crying volume goes back up and Baby cries longer.
- 8** The control unit can hold information for up to 99 parenting simulations at once. Data stays in the control unit until you delete it. (See page 33 about parenting simulation numbers)
- 9** **The control unit battery cover SLIDES on.** Do not try to snap it on. Slide the cover on from the bottom until it clicks.

Gather these supplies:

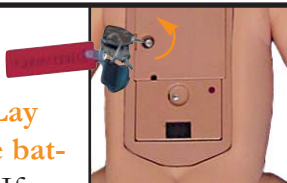
- Baby
- Four C batteries
- Instructor key ring
- IDs
- Tamperproof wristband
- Bottle or breastfeeding device
- Blue patch diaper
- White patch diaper (on Baby)
- Control unit
- One 9V battery



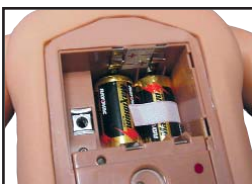
Battery installation

Baby

- 1 Insert a battery cover key into the battery cover lock and turn counterclockwise. Remove the cover. **Lay the ribbon across the bottom of the battery compartment as shown below.** If you do not use the ribbon, it is very difficult to remove the batteries.



- 2 Insert the first two C batteries as indicated by the plus/minus label in the battery compartment. Lay the rest of the ribbon across the top of the two bottom batteries and insert the last two batteries. **Baby beeps loudly when the batteries are installed correctly.** Replace the cover and lock it by inserting the battery cover key into the lock and turning clockwise.



If you take one battery out for any reason, wait at least 15 seconds before reinserting it. Baby's electronics need this time to re-set.

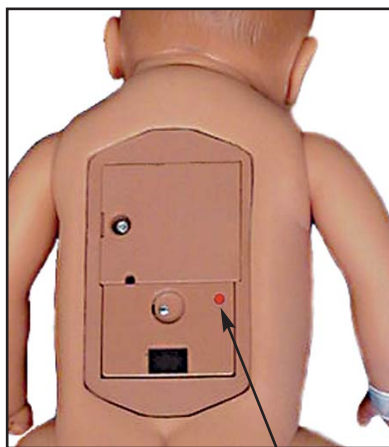
Control unit

- 1 **Slide** the battery cover off in the direction of the arrow. Lay the ribbon across the bottom of the battery compartment as shown. Insert the 9V battery as indicated by the plus/minus label in the battery compartment. **Slide** the cover back on until it clicks.



Low battery information

The low battery indicator light in Baby's back starts blinking during a parenting simulation when the batteries are low. Instruct students to bring Baby in as soon as possible after they notice the light. **Baby can run for about two days** after the low battery indicator comes on.



Low battery indicator light

Dead batteries corrode the battery contacts and shorten the life of Baby's components.

Damage from battery leakage IS NOT covered by warranty.

If you try to use **GET DATA** or **END SIMULATION** on a Baby with low batteries, the control unit reads:

PLEASE CHANGE
BABY'S BATTERIES

If the control unit's batteries are low, the screen goes dim and the top line of the display blinks between **MAIN MENU** and:

LOW BATTERY
< Custom Program >

Neither the control unit nor Baby loses data when the batteries are changed.

Store batteries in a cool, dry place. Wrap a rubber band around bundles of four batteries. Do not let battery terminals (ends) touch.

Practice

Baby cries for feeding, burping, rocking, and diaper changes in Practice mode, but each session is shortened so students can practice during class. Baby also cries for and records instances of rough handling, failure to support the head, wrong positioning (on the stomach or sides), shaking, fussy, and no diaper. Students also get to hear each sound Baby may make during a parenting simulation. **In this mode, students can practice caring for Baby just as they will during the actual parenting simulation - the ID and care process is identical** and each activity and sound is outlined below. Baby follows this order in Practice mode:

- | | |
|------------------------------------|--------------------------------|
| 1) Feeding (30 seconds) | 5) Rocking (30 seconds) |
| 2) Burping (30 seconds) | 6) Fussy (14 seconds) |
| 3) Happy (coos once) | 7) Cough (1 cough) |
| 4) Diaper change (1 change) | Starts over at Feeding |

Feeding When Baby cries, touch the ID to the contact point, listen for the beep, and then place the bottle or breastfeeding device to Baby's lips. Baby makes feeding

sounds and coos when done feeding. If Baby is roughly handled or the head is not supported, there is no coo; the feeding sounds stop when Baby is done. (Note: the rubber nipple on the bottle contains latex, which could cause an allergic reaction in latex-sensitive individuals.)



Burping When Baby cries, touch the ID to the contact point, listen for the beep, and then pat Baby's back gently between the shoulder blades. Baby makes breathing sounds and burps when done. If Baby is roughly handled or the head is not supported, the breathing sounds stop when Baby is done and there is no burp.



Happy Baby makes a cooing sound. No action required.

Diaper change

When Baby cries, touch the ID to the contact point, wait for the beep, detach and remove Baby's diaper, and replace it with the other diaper. Be sure the hook and loop fastener on the diaper is lined up with the diaper sensor area. When the opposite diaper is attached to the diaper sensor on Baby's back, Baby coos. If Baby is roughly handled or the head is not supported, Baby does not coo.



Rocking

When Baby cries, touch the ID to the contact point, wait for the beep, and rock Baby gently. Baby makes breathing sounds and coos when done. If Baby is roughly handled or the head is not supported, the breathing sounds stop when Baby is done and you do not hear a coo.



Do not hold Baby on its sides or stomach - Baby will cry for wrong position.

Fussy

Baby makes whimpering sounds. No action required and the ID does not work.

Cough

Baby coughs once. No action required.

If Baby is incorrectly positioned, roughly handled, shaken, or the head is not supported (even during feeding, burping, rocking, or a diaper change) Baby cries very hard AND THE STUDENT MUST ROCK IT UNTIL BABY COMPLETELY STOPS CRYING. If Baby was being fed, burped, rocked, or having its diaper changed, it stops crying briefly, then starts crying for the care again.

Practice

Make sure Baby has a diaper on and is sitting upright.
DO NOT SEND BABY HOME IN PRACTICE MODE.

- 1 Turn the control unit on. The screen reads:

MAIN MENU
Auto Program >

- 2 Use the right arrow button to scroll through the Main Menu until the screen reads:

MAIN MENU
< Practice >

- 3 Press the **ENTER** button. The screen reads:

Touch To Baby
Contact Point

- 4 Touch the contact on the control unit to the contact point in Baby's back and hold it there until the screen changes.



The control unit screen changes to:

Touch Any ID
To Start Baby

- Make sure Baby's diaper stays in place when you touch the control unit to Baby's back.
- Only one ID is needed in Practice mode.

- 5** Touch any **ID** to the contact point on Baby's back to **begin**. Baby beeps and then cries after about one minute. When Baby cries, **touch the same ID to the contact point**. Baby beeps to recognize the ID, and then you must care for Baby. Baby follows the cycle until you **END SIMULATION**.

- | | |
|------------------------------------|--------------------------------|
| 1) Feeding (30 seconds) | 5) Rocking (30 seconds) |
| 2) Burping (30 seconds) | 6) Fussy (14 seconds) |
| 3) Happy (coos once) | 7) Cough (1 cough) |
| 4) Diaper change (1 change) | Starts over at Feeding |

- 6** To stop practicing, turn the control unit on. Press the right arrow button until the screen reads:

MAIN MENU
< End Simulation >

- 7** Press **ENTER**. The screen reads:

Touch To Baby
Contact Point

- 8** Touch the contact on the control unit to the contact point in Baby's back.



The screen reads:

Simulation 0
Ended

Baby is inactive. For information on viewing Baby's data, see page 29.

Auto Program

Auto Program is a quick and easy way to program Baby for a parenting simulation. It automatically chooses a parenting simulation number, and a random sequence of care schedules (for more information on these features, see page 21-22).

Auto Program also selects **two hours of delay time**. You can use delay time to program Baby so it does not cry for care until after the student is at home, or finished with an after-school activity.

Baby DOES NOT cry for feeding, burping, rocking, or diaper changes during delay time. Baby DOES cry if it is roughly handled, in a wrong position, if the head is not supported, or the diaper is left off during delay time. After the programmed hours of delay time have passed, Baby cries for care according to the schedule it is following.

Make sure Baby has a diaper on and is sitting upright.

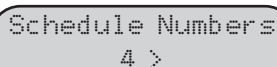
If you make an error while programming, use the **PREVIOUS SCREEN** button to go back.

- 1 Turn the control unit on. The screen reads:



MAIN MENU
Auto Program >

- 2 Press **ENTER**. The screen reads:



Schedule Numbers
4 >

The control unit selected a random order of the 15 schedules for Baby to follow. Use the right arrow button to scroll through them and write them down if you want. If you want a different order, press the **PREVIOUS SCREEN** button and then the **ENTER** button again.

- 3** When you are satisfied with the schedule order, press **ENTER**. The screen reads:

Current Hour
< 6am >

Use the right and left arrow buttons to scroll through the times until the hour that is closest to the current time is displayed.

This sets Baby's internal clock to match real time. **You do this so Baby follows the programmed schedules almost as the real infant behaved.**

- 4** Press **ENTER**. The screen reads:

Touch To Baby
Contact Point

- 5** Touch the contact on the control unit to the contact point in Baby's back and hold it there until the screen changes.



The control unit screen changes to:

Touch IDs To
Start Simulation

IMPORTANT! At least one ID must touch the contact point on Baby's back **THREE TIMES** or the simulation does not start. Baby should beep when each ID is touched. See next page for ID programming instructions.

Auto Program

The order in which you touch the IDs to the contact point determines which ID is the Student ID and which is the Babysitter ID. Your Instructor ID can be used for day care.

For one student only

Touch the same ID three times. The ID is now the **Student ID**. Attach this ID to the student's wrist with the wristband.



For one student and a Babysitter ID only

Touch the first ID once and the second ID twice in a row. The first ID is the **Student ID** and the second ID is the **Babysitter ID**. A Babysitter ID gives the student a chance to have someone else care for Baby. Baby reports how many times each ID was used.



For one student and the day care option

Touch the first ID twice in a row and the Instructor ID once. The first ID is the **Student ID** and the **Instructor ID** puts Baby into day care. The instructor can use the **Instructor ID** if a student cannot care for Baby for a period of time, perhaps during an extracurricular activity. **When the Instructor ID is touched to the contact point during a parenting simulation, Baby beeps three times and is inactive. Touch the Instructor ID again when the student is ready to care for Baby -- it beeps three times and resumes its schedule at the current hour.**



For one student, a Babysitter ID, and the day care option

Touch the first ID once, the second ID once, and the Instructor ID once. The first ID is the **Student ID**. The second ID is the **Babysitter ID**. The **Instructor ID** puts Baby into day care.



Auto Program

The parenting simulation begins when an ID is touched to Baby's contact point for the third time. Baby is then ready for the student.

REMEMBER: Baby is automatically programmed for two (2) hours of delay time. During delay time, Baby cries if it is roughly handled, in a wrong position, if the head is not supported, or the diaper is left off. Baby **DOES NOT** cry for feeding, burping, rocking or diaper changes during delay time. After two hours, Baby cries for care according to the schedule it is following.

Custom Program

Custom Program is a more advanced programming mode. It lets you choose a parenting simulation number, the number of days you want the parenting simulation to last, the sequence of care schedules, and hours of delay time.

Parenting simulation number:



Pick Number For
Simulation X >

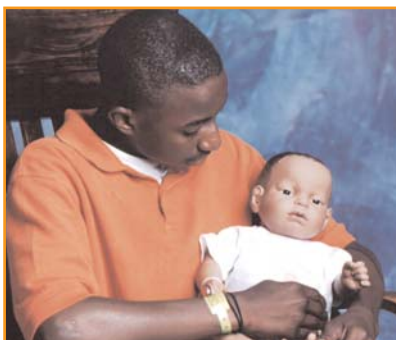
Each parenting simulation has its own number in the control unit. This number allows the control unit to keep track of each parenting simulation's data. Auto Program automatically assigns this

number; in Custom Program, you can choose which number you want to assign to the parenting simulation. You use this number when you use **VIEW DATA**, **DELETE DATA**, and **PRINT DATA** (if you have the optional printer).

Days the parenting simulation lasts:

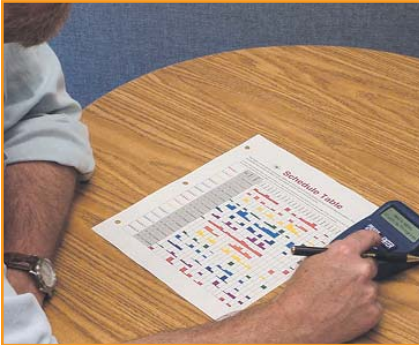
Number Of Days
1 >

Determine how many days the student will have Baby. For example, if a student is required to take Baby home Friday and return it Monday, program Baby to run for four days. Count Friday (1), Saturday (2), Sunday (3) and Monday (4). This makes sure the parenting simulation keeps running the entire time the student has Baby.



Sequence of care schedules:

For Day 1 Use
Schedule X)



The Schedule Table in the Program Manual shows the 15 different schedules Baby can be programmed with. In Custom Program, you can choose which schedule Baby follows for each day of the parenting simulation. You also have the option of letting the control unit select the schedules for you.

Hours of delay time:

Delay Time
0 >

Use delay time to program Baby so it does not cry for care until after the student is home from school, or finished with an after-school activity. You can also choose 0 for hours of delay time if you want Baby to begin following its schedule right away.



Custom Program

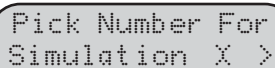
Make sure Baby has a diaper on and is sitting upright.

- 1 Turn the control unit on. Scroll through the Main Menu until the screen reads:



MAIN MENU
< Custom Program >

- 2 Press **ENTER**. The screen reads:

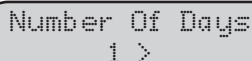


Pick Number For
Simulation X >

The next available parenting
simulation tracking number is
displayed where the X is.

Use the right arrow button to scroll through the available numbers until the one you want is displayed. Write it down.

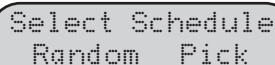
- 3 Press **ENTER**. The screen reads:



Number Of Days
1 >

Press the right arrow button until the number of days you want the parenting simulation to last is displayed.

- 4 Press **ENTER**. The screen reads:



Select Schedule
Random Pick

The word **RANDOM** flashes - to have the control unit choose the schedules for you, press **ENTER** and continue at **5**. To choose **PICK**, press the right arrow button once so the word **PICK** is flashing and press **ENTER**, and continue at **6**.

5 The screen reads:



```
Schedule Numbers  
1 >
```

Use the right arrow to scroll through the 15 schedules. You may write these down if you wish. Select the schedule numbers you would like to use. Press **ENTER**, skip step **6**.

6 The screen reads:



```
For Day 1 Use  
Schedule X >
```

Use the arrow buttons to scroll through the schedule numbers and choose one for the first day of the parenting simulation. Press **ENTER**. Repeat for each programmed day.

7 When you are finished programming schedules, the screen reads:



```
Delay Time  
0 >
```

Use the arrow buttons until the number of hours you want Baby to delay before starting the first schedule is displayed.

8 Press **ENTER**. The screen reads:



```
Current Hour  
< 6 am >
```

Use the arrow buttons to scroll through the time until the hour that is closest to the time where you are is displayed.

Custom Program

This sets Baby's internal clock to match real time. **You do this so Baby follows the programmed schedules almost exactly as the real infant behaved.**

- 9** Press **ENTER**. The screen reads:

Touch To Baby
Contact Point

- 10** Touch the contact on the control unit to the contact point on Baby's back and hold it there until the screen changes to:



Touch IDs To
Start Simulation

IMPORTANT! The parenting simulation starts when an ID is touched to Baby's contact point for the third time. Baby should beep when each ID is touched.

Attach the student ID to the student's wrist with the red tamperproof wristband. **Baby is then ready for the student.**

Refer to page 19 for the information about programming IDs.

REMEMBER: In delay time, Baby cries if it is roughly handled, if the head is not supported, if it is in a wrong position, or if it does not have a diaper on. Baby **DOES NOT** cry for feeding, burping, rocking, or diaper changes during delay time. After the programmed hours have passed, Baby cries for care according to the schedule it is following.

IMPORTANT! The ID is **NOT** used to identify the care giver to Baby in this mode. The ID is used to end an activity if you do not want to do it for the full 3 minutes, and then to advance to the next activity or sound. Only one ID is needed.



You can demonstrate Baby by starting and stopping each activity and/or sound at your own pace in Presentation mode, or you can let Baby run through an activity at the programmed pace. Baby also cries for and records instances of rough handling, failure to support the head, wrong positioning (on the stomach or sides), shaking, and no diaper. Baby follows this order in Presentation mode:

- | | |
|--------------------------------------|---------------------------------|
| 1) Feeding (3 minutes) | 6) No Diaper (3 minutes) |
| 2) Burping (3 minutes) | 7) Happy (1 coo) |
| 3) Diaper change (1 change) | 8) Cough (1 cough) |
| 4) Rocking (3 minutes) | 9) Fussy (14 seconds) |
| 5) Wrong Position (3 minutes) | Starts over at Feeding |

- 1 Turn the control unit on. Scroll through the Main Menu until the screen reads:

MAIN MENU
< Presentation >

- 2 Press **ENTER**. The screen reads:

Touch To Baby
Contact Point

Presentation

- 3 Touch the contact on the control unit to the contact point on Baby's back and hold it there until the screen changes.



The control unit screen changes to:

Touch Any ID
To Start Baby

- 4 When you are ready to begin presenting Baby, touch any ID to the contact point. Baby beeps. In a few seconds, Baby cries to be fed.

**DO NOT TOUCH THE ID WHEN BABY CRIES
UNLESS YOU WANT TO END THE ACTIVITY.**

- 5 Place the bottle or breastfeeding device against Baby's lips and feeding sounds begin.



- 6 Wait until Baby coos to signal the end of the activity (3 minutes) or touch the same ID to Baby's back again to end the feeding yourself. Baby coos and the activity is over.

Baby is in an inactive state until you touch the same ID again. That makes Baby beep once and start the next activity.

REMEMBER:

Touching the ID while an activity is going on ends the activity.

HOLDING the ID to Baby's back **WHILE IT IS BETWEEN ACTIVITIES** makes Baby beep 3 times (**ONE LONG**, then **TWO SHORT**) and starts the previous activity (or sound) over again.

Feeding - Touch the ID and Baby beeps once. When Baby cries, hold the bottle or breastfeeding device to Baby's lips. Baby makes feeding sounds. Ends with a coo.

Burping - Touch the ID and Baby beeps once. When Baby cries, pat its back gently. Baby makes breathing sounds. Ends with a burp.

Diaper change - Touch the ID and Baby beeps once. When Baby cries, detach Baby's diaper and replace it with the other diaper. Baby coos when other diaper is attached (no sound when the ID is used to end the activity - touch the ID a second time and a beep lets you know **Rocking** has begun).

Rocking - Touch the ID and Baby beeps once. When Baby cries, rock it gently. Baby must sense constant, gentle motion. Baby makes breathing sounds. Ends with a coo.

Wrong Position - Touch the ID and Baby beeps once. Place Baby in a wrong position: on either side, on its tummy, or on its head. After two seconds Baby will cry until the position is corrected. Ends with a coo.

No Diaper - Touch the ID and Baby beeps once. Pull the diaper loose from Baby's back and wait until Baby cries. Replace the diaper and Baby stops crying. Ends with a coo.

Happy - Touch the ID and Baby beeps once. Baby coos once.

Cough - Touch the ID and Baby beeps once. Baby coughs once.

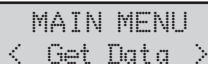
Fussy - Touch the ID and Baby beeps once. Baby cries for 14 seconds.

Part II: Managing data

Getting data from Baby

The **GET DATA** control unit option allows you to get information from Baby **while the simulation is running**. Getting data does not interfere with the parenting simulation.

- 1 Turn the control unit on. Scroll through the Main Menu until the screen reads:



```
MAIN MENU
< Get Data >
```

- 2 Press **ENTER**. The screen reads:



```
Touch To Baby
Contact Point
```

- 3 Touch the contact on the control unit to the contact point in Baby's back and hold it there until the screen changes.

The screen changes to:



```
Ready To View
Simulation X
```

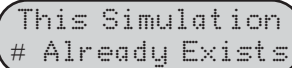
The parenting simulation number is displayed where the X is. **Write down this number for reference.**

- 4 Press **ENTER** to scroll through each screen of what Baby reports about the parenting simulation. A complete listing is on pages 29-31.

Getting data from Baby

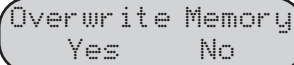
IMPORTANT!

If you have previously used the **GET DATA** option for this parenting simulation, that data is still in the control unit unless you deleted it. When you touch the control unit to the contact point in Baby's back, the control unit tells you the simulation number already exists:



This Simulation
Already Exists

It then asks you if you want to overwrite the old information already in the control unit with the current information:



Overwrite Memory
Yes No

Choose **YES** unless you still need to write down the old information.

The word **YES** flashes - to choose **YES** press **ENTER** and go back to **4** on the previous page.

To choose **NO**, press the right arrow button once so **NO** is flashing and press **ENTER**. The control unit tells you that the data for that simulation was not saved over the previous data still in the control unit. Go to **4** to view the previous data or delete the previous data (see page 32).

Ending the parenting simulation

The **END SIMULATION** control unit option stops the parenting simulation and downloads the final parenting simulation data into the control unit. Baby no longer responds or needs care after you use **END SIMULATION**.

- 1 To **end the simulation**, turn the control unit on. Press the right arrow button until the screen reads:

MAIN MENU
< End Simulation >

- 2 Press **ENTER**. The screen reads:

Touch To Baby
Contact Point

- 3 Touch the contact on the control unit to the contact point on Baby's back and hold it there until the screen changes to:



Simulation X
Ended

The parenting simulation number is displayed where the X is. **Write this number down for reference.**

Baby is inactive and the parenting simulation has ended.

IMPORTANT!

If you have previously used the **GET DATA** option for this parenting simulation, that data is still in the control unit unless you deleted it. You will be asked if you want to overwrite that data.

For more information, see the previous page.

Viewing parenting simulation data

The **VIEW DATA** control unit option allows you to go back and see information already stored in the control unit. **You must know the parenting simulation number for the data you want to view so you can select it in the control unit.**

- 1 Turn the control unit on. Scroll through the menu until the screen reads:

```
MAIN MENU
< View Data >
```

- 2 Press **ENTER**. The screen reads:

```
View Data For
Simulation X >
```

The parenting simulation number is displayed where the X is.

Use the right arrow button to scroll through the available parenting simulation numbers until you find the one you want to view.

- 3 Press **ENTER**. The first screen is the total time the simulation was running in days, hours, and minutes. **Press ENTER to scroll through each screen.**

```
Total Simulation
Time X X X
```

```
Delay Time X
Day Care X
```

The hours of delay time Baby was programmed for, and how many times the day care option was used, if any.

```
Student X
Babysitter X
```

The number of times the Student and Babysitter IDs were used.

Viewing parenting simulation data

Feed	X
Neglect	X

The number of times Baby cried to be fed, and how many times the student neglected to care for Baby during feeding*.

Burp	X
Neglect	X

The number of times Baby cried to be burped, and how many times the student neglected to care for Baby during burping*.

Diaper	X
Neglect	X

The number of times Baby cried to be changed, and how many times the student neglected to care for Baby during a diaper change*.

Rock	X
Neglect	X

The number of times Baby cried to be rocked, and how many times the student neglected to care for Baby during rocking*.

Fussy	X
Happy	X

The number of times Baby made fussy or happy sounds.

Cough	X
No Diaper	X

The number of times Baby coughed, and how many times Baby did not have a diaper on for more than 10 minutes.

*Neglect registers after two minutes of unattended crying. Baby cries harder and the student must care for Baby to stop the crying. At the end of the care, Baby does not coo. **Only one instance of neglect will be recorded per activity.**

Viewing parenting simulation data

Wrong Pos X
Rough Handlg X

The number of times Baby was placed on its head for more than five seconds or on its side or tummy for two or more minutes, and how many times Baby was roughly handled.

Head Support X
Shaken Baby X

The number of times Baby's head was not supported correctly, and how many times Baby's head fell back three or more times within two seconds.

Minutes Of X
Crying Time

This number includes crying for care, neglect, fussy, no diaper, wrong position, rough handling, no head support, and shaking. **The largest number of minutes that is recorded is 999.**

For more information on these activities, see "Operating Features" in your Program Manual.

Deleting parenting simulation data

The **DELETE DATA** control unit function **permanently** deletes parenting simulation data.

- 1 Turn the control unit on. Scroll through the Main Menu until the screen reads:



MAIN MENU
< Delete Data >

- 2 Press **ENTER**. The screen reads:



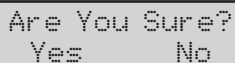
Delete Data For
Simulation ALL>

You can delete the data for **ALL** the parenting simulations in the control unit by pressing **ENTER** at this screen.

OR...

Press the right arrow button until you see the number of the parenting simulation you want to delete.

- 3 Press **ENTER**. The screen reads:



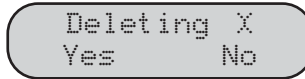
Are You Sure?
Yes No

The word **YES** flashes. To choose **YES**, press **ENTER**.

To choose **NO**, press the right arrow button once so the word **NO** flashes, and press **ENTER**.

Deleting parenting simulation data

4 This screen is your last chance to change your mind!



The word **YES** flashes - to choose **YES** press **ENTER**. If you choose **YES**, the parenting simulation data is deleted.

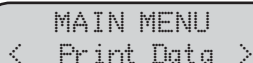
To choose **NO**, press the right arrow button once so **NO** is flashing and press **ENTER**. You are then taken back to the Main Menu.

Once data is deleted from the control unit IT IS NOT RETRIEVABLE!

Printing parenting simulation data

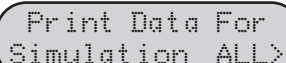
These instructions are for using the **OPTIONAL** printer.

- 1 Turn the control unit on. Scroll through the Main Menu until the screen reads:



```
MAIN MENU
< Print Data >
```

- 2 Press **ENTER**. The screen reads:



```
Print Data For
Simulation ALL>
```

You can print the data for ALL the parenting simulations in the control unit by pressing **ENTER** at this screen.

OR...

Press the right arrow button until you see the number of the parenting simulation you want to print.

- 3 Press **ENTER**. The screen reads:



```
Point At Printer
Press Enter
```

Printing parenting simulation information

Make sure the printer has batteries and paper in it, and that it is turned on. Position the control unit so the contact points directly at the infrared window on the printer (as shown). It is not necessary to touch the contact to the printer.



- 4 Press **ENTER**. The printer should begin printing the parenting simulation data. **Be careful not to move the control unit until it has displayed these two screens and is back to the Main Menu:**

Printing Data
Simulation X

Data Printed For
Simulation X

Additional information

Emergency Start / Stop

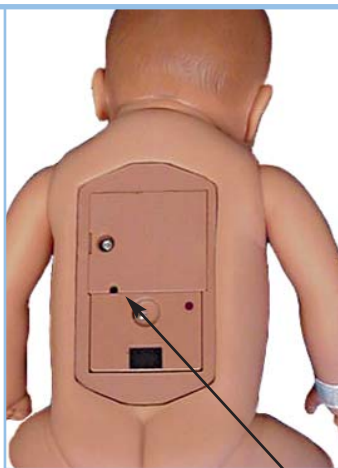
This feature can be used to stop Baby if the control unit is not available, or if the student needs to stop Baby in an emergency (**it is not recommended that you tell students this unless they contact you in an emergency**).

It can also be used to start Baby if an emergency stop was done and the control unit is not available.

EMERGENCY STOP

- 1 Use a straightened paper clip to gently press the Emergency Start/Stop button recessed in Baby's back and **HOLD UNTIL BABY BEEPS 6 TIMES**. (You may need to hold it for as long as 15 seconds.)

Baby is inactive.

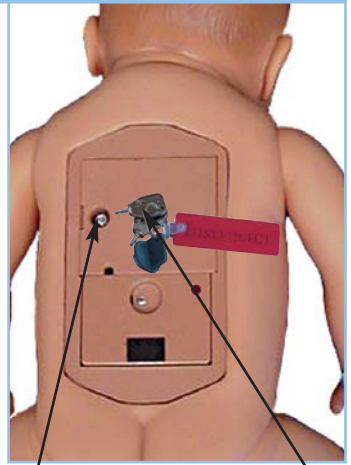


Emergency Start/Stop opening

Use the **GET DATA** or **END SIMULATION** control unit options to obtain the parenting simulation data before you reprogram Baby or the data will be lost.

EMERGENCY START

- 1 Use the battery cover key to open Baby's battery cover.



- 2 Remove one battery. **WAIT AT LEAST 15 SECONDS** and then replace the battery. Baby will beep.
- 3 **YOU HAVE 5 SECONDS** from the time you replace the battery to use a straightened paper clip to quickly and gently press the Emergency Start/Stop button recessed in Baby's back **THREE TIMES. BABY BEEPS 3 TIMES.**
- 4 Replace the battery cover and lock it.
- 5 Program IDs as normal (page 19).

Selecting a new language in the control unit

The control unit screens can be displayed in English, Japanese, French, or Spanish. If you would like to use a different language than the one currently displayed, turn the control unit on by pressing the **ON/OFF** button.

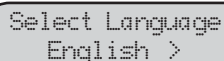
Press the right arrow button until the screen reads:



MAIN MENU
< Select Language

Press the **ENTER** button.

The screen will read:



Select Language
English >

Press the right arrow button until the language you want is displayed. The order is English / Japanese / French / Spanish/German.

When the language you want is displayed, press the **ENTER** button. The control unit screens will be displayed in the new language from that point on, or until you select a different language.

Para seleccionar un nuevo lenguaje, encienda el control presionando el botón de ON/OFF. Presione el botón de la flecha derecha que dice "Select Language." Presione el botón ENTER. La pantalla dirá "Select Language English." Presione el botón de la flecha de la derecha hasta que aparezca en la pantalla el lenguaje que usted desea. Sus opciones son Ingleses, Japoneses, Franceses, y Españoles. Cuando el lenguaje que usted desea aparezca en la pantalla, presione el botón ENTER. El lenguaje que usted haya seleccionando aparecerá en la pantalla.

Pour sélectionner une nouvelle langue, allumer l'unité de commande en appuyant sur le bouton ON/OFF. Appuyer sur la touche flèche droite jusqu'à ce que l'écran affiche "Select Language." Appuyer sur la touche ENTREE. L'écran affichera "Select Language English." Appuyer sur la touche flèche droite jusqu'à ce que la langue souhaitée soit affichée. Vos choix sont les anglais, les japonais, les français, et les espagnols. Lorsque la langue que vous souhaitez est affichée, appuyer sur la touche ENTREE. Les écrans de l'unité de commande seront affichés dans la langue que vous avez choisie.

To return the control unit language to English, simply follow the steps above by pressing the right arrow button until you reach the end of the screens. Press **ENTER**. Press the left arrow button until the screen reads English. Press **ENTER**.

Care, maintenance, and storage

Never immerse Baby in water. Never allow water to come in contact with the electronics in Baby's back. Baby wipes work best for simulating a bath.

Baby's skin stains easily. It soaks up inks and dyes. Keep Baby away from:

- Newsprint and other printed material.
- New, unwashed clothing—especially jeans, sweatshirts, and fleece.
- Pens and markers.

There is no cleaner that removes all dirt or stains. These cleaners may work:

- Acne cleansing pads.
- Rubbing alcohol.
- Nail polish remover.
- All-purpose cleaner.
- Ten-percent benzoyl peroxide cream left on Baby while sitting in the sun.

Do not use any cleaners or abrasives on Baby's head. These items will remove the paint. Wipe the head with a baby wipe or wet cloth to remove any surface dirt.

Baby's joints have been specially treated and should not dry out. If the joints do become stiff, Joint Lubricant may be purchased from Realityworks. It lubricates the joints and prevents the tearing that results from dry vinyl. One tube of the Joint Lubricant can be used for up to forty Babies.

Care, maintenance, and storage

Never store the batteries in Baby. If you are not using the infant simulators for 14 or more days, remove the batteries for storage. Battery leakage can damage or destroy Baby's electronics. **Battery leakage is not covered by warranty.**

Do not let the battery terminals (ends) touch. Wrap a rubber band around bundles of batteries for organizing or storing them. Store upright in a cool, dry place.

Do not store Baby where excessive heat or cold could affect the vinyl or electronics.

Baby's clothes are NOT flame retardant and should not be worn by real infants.

If you store Baby in its shipping box, place the plastic bag around its head to prevent paint damage. The cardboard will rub paint off the back of the head. **Do not wrap Baby in newsprint.** The ink will leave permanent stains on Baby's body.

Troubleshooting guide

Symptom	Cause and/or solution
Baby cried after battery installation.	The last parenting simulation was not ended. Use End Simulation and then reprogram Baby.
Baby will not stop crying and the ID does not beep .	Make sure Baby is on its back and the diaper is fastened and wait for one minute. If Baby is still crying, rock Baby for about 45 seconds, being careful not to hold it on its sides or tummy or rock it too hard. The crying should quiet gradually and stop. If Baby is still crying, it may be fussy - this should only last 3 minutes at most.
A red light is on (or blinking) in Baby's back.	Baby's batteries are low. Change them immediately. No data is lost.
Baby did not coo (or burp) at the end of feeding (or burping, rocking, or diaper changing).	Baby does not coo if neglect or any kind of rough handling occurred during feeding (or burping, rocking, or diaper changing).
The control unit shows a Total Crying Time of 999 minutes.	The largest number possible for crying time is 999 minutes. Crying time includes all crying for rough handling, wrong position and neglect, as well as scheduled crying for care. The largest number for all other numerical displays, such as neglect or rough handling, is 254.
Baby's head fell back (or Baby was roughly handled) while the student was feeding Baby (or burping, rocking, or changing the diaper). Baby is crying very loudly.	The student must rock Baby gently until the shrill crying gets quieter and then stops completely for a moment. Baby then starts crying again for the type of care the student was providing before the rough handling occurred.

Troubleshooting guide

Symptom	Cause and/or solution
I used the Emergency Start/Stop button to stop Baby, and now the control unit does not work.	The button may be stuck. Please call the Customer Service Department.
The control unit does not turn on.	The battery could be low. Change it and try the control unit again. No data is lost.
The control unit screen reads I have the wrong control unit for my Baby.	Press ENTER and try to program Baby again. If the same message appears, a communication error has occurred. Please call the Customer Service Department.
When I END SIMULATION after using Practice mode, the simulation number is 0.	The control unit always assigns simulation number 0 for Presentation and Practice modes.
VIEW DATA does not work; the control unit reads there is no data to view.	The data has been deleted from the control unit. Also, if you reprogrammed Baby before using GET DATA or END SIMULATION for the parenting simulation, you have erased that data in Baby.
A student dropped her ID into a pool.	The IDs can be completely submerged in water and will still work. Dry the ID before touching it to Baby's back.
I cannot program Baby or end a simulation with the control unit.	The Emergency Start/Stop button may be stuck. Please call the Customer Service Department.

DON'T FORGET! If Baby is incorrectly positioned, roughly handled, shaken, or the head is not supported (even during feeding, burping, rocking, or a diaper change) Baby cries very hard AND THE STUDENT MUST ROCK IT UNTIL BABY COMPLETELY STOPS CRYING. If Baby was being fed, burped, rocked, or having its diaper changed, it stops crying briefly, then starts crying for the care again.

Gather these items for the diagnostic test:

- RealCare® Baby
- Four NEW C batteries
- One ID
- One large paper clip
- Both diapers (one with a blue patch and one with a white patch)
- Bottle or breastfeeding device
- Battery cover key
- Control unit with NEW 9-volt battery



Diagnostic test

To administer the diagnostic test, perform the following steps:

- 1 Remove Baby's t-shirt and diaper.
- 2 Install the NEW four C batteries into the battery compartment in Baby's back. Follow the steps on page 8 of this handbook. When the batteries are installed correctly, you will hear a beep. If you do not hear a beep, remove the batteries, wait fifteen seconds, and reinsert them. Ensure the battery removal ribbon is placed properly. This will prevent it from getting caught in the lock and between the battery and battery contacts.
- 3 Attach and lock the battery cover. The battery cover must be on to prevent the batteries from losing contact.
- 4 Place Baby in a sitting position with the battery compartment facing you.
- 5 Turn on the control unit by pressing the ON/OFF button. The screen will read:



MAIN MENU
Auto Program >

- 6 Press the **PREVIOUS SCREEN** and **MAIN MENU** buttons at the same time.
- 7 Release the buttons and the screen should read:



Touch To Baby
Contact Point

Diagnostic test

- 8** Touch the control unit to the contact point on Baby's back. The control unit screen should read:



Touch Any ID
To Start Baby

DO NOT TOUCH THE ID! Set the control unit aside.

- 9** Proceed with the following eleven tests. Baby will beep and the low battery light will flash after each test to indicate Baby has passed. If any of the tests do not pass, you can proceed to the next test by momentarily touching an ID to Baby's back and you will hear one beep. Holding the ID longer than a moment and hearing more than one beep will cause you to skip one test for each beep heard.

Head Support Test Allow Baby's head to fall all the way back. A beep will sound if Baby has passed the Head Support Test.

Rough-Handling Test Trigger the rough-handling sensor by hitting Baby on its back below the battery compartment. One beep will sound if Baby has passed the Rough-Handling Test.

Emergency Start/Stop Button Test Lightly press the Emergency Start/Stop button with a large paper clip. One beep will sound if Baby has passed the Emergency Start/Stop Button Test.

Blue Diaper Test Put the diaper with the blue patch up to the hook and loop fastener on Baby's back. One beep will sound if Baby has passed the Blue Diaper Test.

White Diaper Test Put the diaper with the white patch up to the hook and loop fastener on Baby's back. One beep will sound if Baby has passed the White Diaper Test.

Diagnostic Test

Feeding Sensor Test Place the bottle or breastfeeding device against Baby's mouth. A continuous beep will sound if Baby has passed the Feeding Sensor Test.

1st Position Test Tilt and hold Baby its *right* side. **Beeping** will **STOP**. Continue holding on its *right* side.

2nd Position Test Touch an ID to the contact point on Baby's back. A continuous beep will sound. Tilt and hold Baby on its *left* side. Beeping should **STOP**. Continue holding on its *left* side.

3rd Position Test Touch an ID to the contact point. Baby will beep once. Tilt Baby on its *right* side and Baby will start beeping. Tilt and hold Baby its *left* side. Beeping should **STOP**. Continue holding on its *left* side.

4th Position Test Touch an ID to the contact point. You will hear a continuous beeping sound. Tilt Baby on its *right* side. Beeping should **STOP**. Continue holding on its *right* side.

Sounds Test Touch an ID to the contact point. A loud beep will sound and Baby will cry for approximately five seconds.

Baby is working correctly if it has passed each step of the test. If Baby has failed, try once more with a new set of batteries. If Baby still fails, contact the Customer Service Department at 800.830.1416. Please have the materials listed on page 43 with you when you call.

Returning Baby for repair

If you suspect your RealCare® Baby needs to be returned to Realityworks for repair, please follow these steps:

- 1** Complete the Diagnostic Testing on pages 43-46 of this Operating Handbook.
- 2** Call 800.830.1416 for the Customer Service Department at Realityworks. A Customer Service representative will provide further instructions and troubleshooting assistance. **Please have the following items available when you call:**
 - Baby
 - Four NEW C batteries
 - Bottle or breastfeeding device
 - White patch diaper
 - Blue patch diaper
 - Paper clip
 - Instructor key ring with battery cover key and ID
 - Control unit with NEW 9-volt battery
 - Printer (optional)
- 3** If your Baby needs to be repaired, Customer Service will provide you with a RMA Number for use when returning Baby.
- 4** Package RealCare® Baby, undressed, in the plastic bag provided with your purchase and place it in the original box. **Do NOT use newspaper for packaging Baby; the ink will transfer onto Baby's vinyl.** If the data from the simulation you experienced a problem with is available, please include the printout with Baby. **Unless specifically requested by Customer Service, do NOT send accessories, batteries, Instructor key ring, or IDs.**

Returning Baby for repair

5 Include a method of payment. A purchase order, check, or credit card with the name of the cardholder, card number, and expiration date will be accepted.

6 Include a sheet of letterhead with a brief explanation of why the item(s) are being sent for repair. Please reference each RealCare® Baby serial number (found on the electronics box in Baby's back) and the reason that Baby is being returned, as well as your name, organization name, and customer ID number.

7 Address the package to :

Realityworks, Inc.

RMA# _____

2709 Mondovi Road

Eau Claire, WI 54701

8 Once your Baby is received, it will be repaired and shipped back to you. If you have questions regarding the status of your repair, please call the Customer Service Department at 800.830.1416.

Frequently Asked Questions

Why does Baby beep after I insert the batteries?

Baby makes a loud beep when the fourth battery is installed correctly. **If you hear a buzzing sound**, the batteries are probably installed incorrectly or are too low.

Why doesn't the control unit's battery cover snap back on?

Starting at the bottom of the battery compartment, **SLIDE** the cover on until it clicks into place.

Can I start Baby without a control unit?

Yes. See page 36 about using the Emergency Start feature.

I lost the control unit. Can I use a different control unit to GET DATA or END SIMULATION?

Yes. Baby tells the control unit its number during **GET DATA** or **END SIMULATION**. The control unit accepts the simulation number Baby gives it. If there is already data for that simulation number in the control unit, it allows you to overwrite it.

I am trying to program Baby; why does the control unit display this screen?




No Available #
Clear Memory

The control unit has data for 99 parenting simulations in it. You must delete some parenting simulation numbers' data from the control unit's memory before you can program additional parenting simulations.

When I use VIEW DATA, there is a flashing "LB" on the Total Simulation Time screen. What does this mean?

The parenting simulation shut down because the batteries are low in Baby and need to be changed. Data will not be lost.

Frequently asked questions

When I print the data, why does the printout have this symbol on it: 

The batteries in the printer are low. Replace the batteries and try printing again. (This only applies to the HP82240B printer model.)

I programmed Baby to run four different schedules for each of the four days of the parenting simulation. When I use **VIEW DATA**, why do only two schedules show up?

If you **VIEW DATA** while a parenting simulation is in progress, the control unit displays only the schedules that are completed or in progress.

What do I have to do after **END SIMULATION** to view the data that was obtained?

The control unit displays the simulation number: write this number down. Press **ENTER** to go to the Main Menu. Scroll to **VIEW DATA** or **PRINT DATA** (if you have the optional printer). Choose the number you wrote down and press **ENTER**.

When I use **VIEW DATA**, there is a flashing “ES” on the Total Simulation Time screen. What does this mean?

An emergency stop was done by you or the student. Total Simulation Time was recorded until the stop was performed. See pages 26-27 for an explanation of the Emergency Start/Stop feature.

I programmed Baby to run for four days. Why does the Total Simulation Time read 4 days, 0 hours, and 45 minutes?

Wrong position, rough handling, head support failure, no diaper, neglect, and shaking can add extra minutes to the Total Simulation Time.

Frequently asked questions

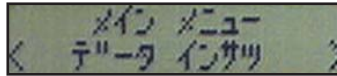
Why do students need to change Baby's position during rocking?

It is quite common to rock real infants in one position and then change positions. Do not hold Baby on its sides or tummy.

What is delay time and why would I use it?

You can use delay time if you want to program Baby for a parenting simulation, but do not want the simulation to start immediately.

Is the control unit broken when the screen looks like this?



It is possible that you or someone else accidentally selected Japanese for the control unit's display language. Simply press the right arrow button until you reach the end of the screens, press **ENTER**, and then press the left arrow button until the screen shows English as the language option. Press **ENTER**. Your control unit should be back to normal.

Are the diapers washable?

Yes, the diapers may be washed.

Are the Student, Babysitter, and Instructor IDs waterproof?

Yes, all of the IDs are waterproof and may safely be worn in the shower.